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A tragic end to an artificial life

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Putting the past behind him



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The Guide to the STAR TREK Galaxy

FILE 7 CARD 13B



SPORT IN THE 24th CENTURY

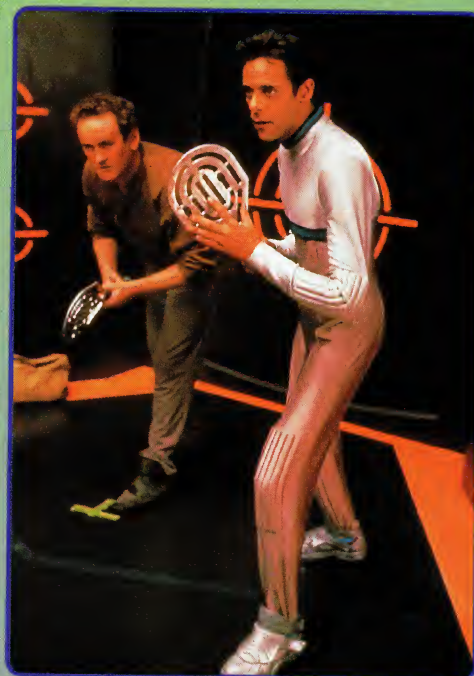
Many races enjoy the thrill of competing, and pitting one's own skills against another's has become a galactic pastime in the 24th century. Races from across the Galaxy now share in each other's sporting events.

In the 24th century, sport still plays an important part in the leisure time of the citizens of the **United Federation of Planets**. For those living on the numerous Federation worlds, and for crews serving on **Starfleet** ships throughout the Galaxy, the many sports available provide entertainment, a chance for social interaction, the opportunity to hone one's skills and fitness, and, for some, a way of life – many sports still offer a career to those who excel at them.

Several of these games, such as darts and tennis, have been familiar to Earth and its colonies for centuries. Some, such as **Bajoran springball**, have been introduced to the Federation from other cultures; others, such as baseball, enjoy a revival after years spent in the wilderness. Whatever game is chosen, the advent of **holodeck** and **replicator** technology means that specialist equipment is available at the touch of a button. Favorite sports can now

be enjoyed anywhere, from the surface of a border colony, to the recreational areas of starships that carry Starfleet explorers and scientists to the edges of known space.

▶ **Captain Benjamin Sisko coaches his DEEP SPACE NINE colleagues in the joys of baseball. Despite their efforts, they lose heavily to an all-Vulcan team.**



▶ **O'Brien and Bashir enjoy competing against each other in racquetball games. Bashir loves the game so much, he builds a court on DEEP SPACE NINE.**

ANBO-JYTSU

This composite blend of martial arts is derived from many of the disciplines of Earth's history. It involves two opponents, clad in protective armor, striking each other with three-meter-long staffs, while blinded by a helmet visor. Each staff is equipped with a guiding proximity detector, with which to locate the opponent in order to strike them, and knock them out of the playing ring. **William Riker** and his father, **Kyle**, constantly used this sport to vent the tension in their strained relationship during Riker's childhood. In the year 2365, Riker finally discovers the reason for his father's constant victories over the years: he cheated.



▶ **Anbo-jytsu is derived from many of the martial arts of Earth's history.**

▶ **William Riker is surprised, and somewhat shocked, when he discovers that his father, Kyle, often defeated him at anbo-jytsu because he cheated. He has done so since Will was 12 years old.**



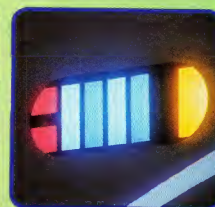
STARSHIP LOG: 'THE ICARUS FACTOR' [TNG]

BAJORAN SPRINGBALL

This **Bajoran** game is a contact sport; in some ways, it is akin to the Earth game of handball. Two opponents use their gloved hands to hit the ball into a marked oval in the clearly-demarcated court; they are allowed to bodycheck one another, to prevent the opposition hitting the ball, and protective helmets are issued to protect against the rougher physical aspects of the sport. **Kira Nerys** learned to play in the **Singha refugee camp**; on **Deep Space Nine**, she challenges **Vedek Bareil** to a game shortly before they begin officially courting.

STARSHIP LOG: 'SHADOWPLAY' [DS9]

▶ **Bajoran springball is a demanding and physically challenging game; protective clothing is required, as it is a full contact sport. Kira Nerys is renowned as an accomplished player.**



▶ **An electronic marker on the wall keeps score.**





THE UNITED FEDERATION
OF PLANETS

The Guide to the STAR TREK Galaxy

FILE 7

CARD 13B



THE UNITED FEDERATION
OF PLANETS

SPORT IN THE 24th CENTURY

BASEBALL

Baseball once enjoyed national popularity in the Americas of 20th-century Earth, but, by 2042, the sport's popularity had severely declined. Just 300 people attended that year's world series, precipitating the game's demise. **Buck Bokai** was one of the sport's last heroes, and stands as the player who broke legend Joe Dimaggio's record of consecutive hits in a game.

Captain Sisko of *Deep Space Nine* has long been a devoted

fan of the sport, and has watched and participated in **holodeck** recreations of old games and their players. To his delight, the game is enjoying a minor renaissance; the **Federation** world **Cestus III** has devised its own league. Teams have formed among starship and starbase crews around the Galaxy.

STARSHIP LOG: 'EVOLUTION' [TNG]:
'EMISSARY' [DS9]



▶ **Benjamin Sisko** even introduces the wormhole aliens to the concepts of baseball.

▶ Thanks to holodeck technology, baseball can be played at any time, even aboard *DEEP SPACE NINE*.



BAT'LETH COMPETITION

The **Klingon bat'leth competition** is a contest of skill. Competitors are tested in the use of the traditional Klingon sword, which is comparable to a meter-long, two-ended scimitar, and based on the weapon forged by **Kahless** more than 1500 years before. **Lt. Worf** wins the **Forcas III** championship in 2370; in a parallel reality, he is cheated, and comes only ninth.

STARSHIP LOG: 'PARALLELS' [TNG]

▶ The winner of the Klingon bat'leth competition is presented with this triple-clawed trophy.



CLIFF DIVING

An activity enjoyed in Earth's Mediterranean regions during the 20th century. In the 24th century, the **Cliffs of Heaven**, on the planet **Sumiko**, is a renowned and popular location for diving. **Holodeck program 47-C** aboard the *U.S.S.*

Enterprise NCC-1701-D is a simulation of the breathtaking locale, but it can be dangerous;

STARSHIP LOG: 'CONUNDRUM' [TNG]

▶ Cliff diving has endured since 20th-century Earth, although it involves some risk.

an *Enterprise* crew member, **Kristin**, injures herself twice while running the program in 2368. This prompts **Dr. Crusher** to recommend that she should instead try the **Emerald Wading Pool** on **Cirrus**.



DARTS

This indoor game of precision and skill involves throwing pointed projectiles at a circular, segmented board. The game has been a traditional pastime in British and Irish pubs for centuries, and is introduced to **Quark's bar** by **Chief Miles O'Brien**. **Dr. Julian Bashir** and Chief O'Brien play on a weekly basis at Quark's, but, after discovering Bashir's genetic enhancement, O'Brien insists that

his friend plays the game at double the usual throwing distance, to allow the chief an equal opportunity to win.

STARSHIP LOG: 'PROPHET MOTIVE' [DS9]

▶ **Miles O'Brien**, ever an Irishman at heart, brings some pub tradition to **Quark's bar** on *DEEP SPACE NINE*.



FENCING

Fencing, the art of swordplay, remains popular throughout the 23rd and 24th centuries. The renowned **Starfleet** officer **Hikaru Sulu** is a famous enthusiast, and the sport provides a valuable lesson for **Captain Jean-Luc Picard** in 2368, when he competes with **Guinan** in a **holodeck** on the *U.S.S. Enterprise NCC-1701-D*. Guinan feigns injury, and Picard

approaches to examine her wound. He realizes Guinan's deception only as she delivers the fatal blow, illustrating her point that he should not let down his guard so easily.

▶ **Picard** finds that fencing hones his skills and reflexes. The sport, which originated on Earth, requires detailed observation of one's opponent, and fast reactions.

STARSHIP LOG: 'THE NAKED TIME' [TOS]; 'WE'LL ALWAYS HAVE PARIS' [TNG]



▶ **Guinan** uses fencing as a lesson in trust; dropping one's guard can leave an opening for attack.





OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 31B



OTHER GROUPS
AND RACES

CHAKOTAY'S MEDICINE WHEEL

The Native Americans use religious relics during vision quests, to give spiritual guidance, and to help those near death find their way back to health. The medicine wheel is a symbol of the cosmos, and many believe it can be used as a galactic navigational aid.

Embarking on a deep space mission does not necessarily mean leaving one's ancestral traditions behind. The medicine wheel that belongs to **Commander Chakotay**, of the **U.S.S. Voyager NCC-74656**, is a good example of this.

The medicine wheel is an important and sacred talisman to Chakotay's tribe. It consists of an inner circle containing a small cross

and four small circles, four red spokes with pictographic designs in the quadrants between them, and an outer circumference crossed with 20 lines. Eight spikes emanate from this rim. The design is painstakingly and beautifully painted on animal skins.

Symbolic

The medicine wheel has an ancient and meaningful history among many Native American groups, and can

take a variety of forms, depending on which tribe is using it.

In Native American mythology, the medicine wheel serves as a graphic representation of the outer world – the cosmos – and the inner world – the universe inside the mind, or one's path in life.

The nature of the medicine wheel is somewhat mysterious, but it is not a secret. During his time with the **Maquis**, and on



▲ When Commander Chakotay falls into a life-threatening coma, B'Elanna Torres turns to the unorthodox method of using his medicine wheel to help guide his wandering soul back to the world of the living.

◀ The medicine wheel is an ancient Native American religious artifact, used by many tribes to help guide them, in a literal, as well as spiritual, sense.

▼ B'Elanna Torres places small rock icons, including the Coyote Stone, on the medicine wheel. These act as markers, to guide Chakotay's soul back to his body.



▼ These polished rock icons, marked with symbols, are placed on the medicine wheel. They act as signposts, and are used to guide believers in their spiritual lives. They can also act as a navigational aid in space.



OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 31B



OTHER GROUPS
AND RACES

CHAKOTAY'S MEDICINE WHEEL

Voyager, Chakotay has demonstrated a willingness to share his knowledge of the spiritual world. He teaches **B'Elanna Torres** the intricacies of the medicine wheel, and asks that if anything should happen to him, a special healing ritual be performed.

Guidance

When someone is on a vision quest, or sleeping, they are said to be 'walking' the wheel, trying to find some guidance in their life. When they are near death, such as Chakotay is at one point in 2371, it is said they have lost their way on the wheel.

In these instances, small polished rock icons, marked with symbols – including one called the Coyote Stone – are carefully placed on the wheel. The purpose of these stones is to serve as signposts, guiding the wandering soul back to life.

When Chakotay's life is threatened, after an attack on his shuttlecraft drains all

of the bioneural energy from his brain, Lt. Torres acts on Chakotay's instruction, and uses the medicine wheel to help him. She sets up his medicine wheel in sickbay, over his **biobed**, and performs the ritual he showed her.

B'Elanna places each marked stone over the commander's forehead, then brings it back to herself. She raises each stone high into the air, and then places it on the medicine wheel, in the designated spot.

Orthodox acceptance

Despite the unusual nature of this treatment, *Voyager's* holographic **Doctor** displays a sound knowledge of the wheel. He points out that the **Starfleet** medical database contains information on many treatments based on psychospiritual beliefs.

The **EMH's** knowledge of the medicine wheel even extends to being able to point out that Torres has

placed the Coyote Stone incorrectly at the crossroads of the fifth and sixth realms, which would divert Chakotay's consciousness into the Mountains of the Antelope Women.

Antelope Women

The mountain is a desirable locale in Chakotay's tradition, but the Doctor points out that sending him there might make him less willing to return to the ship. In fact, he doubts that the wheel will have any effect, since Chakotay's brain shows no signs of activity.

Nonetheless, the medicine wheel works in ways beyond the merely factual and scientific. Chakotay is not only still alive, in a non-corporeal state, but he is able to use the medicine wheel to point the way out of a dangerous dark matter nebula that *Voyager* has entered. In this disembodied state, he uses **Neelix's** body to rearrange three of the six stones on the wheel; these form a

GALAXY FACTS

▶ The Inheritors were originally a small group of nomadic hunters from the continent of Asia. They later migrated to the American continents.

▶ Many Native American tribes were slaughtered by the invading Spanish in 1692. Among the Spanish soldiers responsible was one Javier Maribona-Picard, an ancestor of Captain Picard's.

pattern that approximates the location of planetoids in the nebula. On **Captain Janeway's** orders, the navigator can then plot a safe course back into normal space.

The medicine wheel is not actually the instrument which brings Chakotay's soul back to his body; the EMH takes the credit for that. It is, however, difficult to believe that the presence of the medicine wheel in sickbay, and the ritual performed by Lt. Torres, did not have something to do with Chakotay's safe return.

ALIEN ANCESTORS

Spirits in the sky

The medicine wheel is believed to serve as a system for navigating the stars, as well as fulfilling a use in ceremonial rites that help to guide individuals through their lives. Since Chakotay's tribe is descended from the Inheritors, a group of humans who received a genetic gift from an alien race known as the Sky Spirits, it is perhaps not surprising that their tradition includes a religious item that points so tellingly at the stars.

The fact that this gift led to an increased curiosity to explore space makes the medicine wheel, with its emphasis on spatial direction, even more significant. The wheel is not the only artifact with a connection to the stars: the stone illustrated here has the CHAH-mooz-ee

inscribed on it, a symbol of healing that is also thought to be a map to the cosmos. Chakotay discovers this symbol on a Delta

Quadrant moon, leading him to investigate a nearby planet. There he finds a tribe of people much like his own on Earth, they are the very same race of extra terrestrials, known as the Sky Spirits, who visited his ancestors.

▶ The symbol on this rock is known as the CHAH-mooz-ee. Like the medicine wheel, it is part of the culture of Chakotay's ancestors, the

Rubber Tree People. This Native American tribe claims that they were created by the Sky Spirits, members of an alien race who visited Earth; the markings represent a symbol of healing, and are also thought to be a map of the stars.





THE UNITED FEDERATION
OF PLANETS

The Guide to the STAR TREK Galaxy

FILE 7 CARD 5D



THE UNITED FEDERATION
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THE BENZITES

This distinctive-looking race are a fairly recent addition to the United Federation of Planets. They are eager to please, and, once they have adjusted to *Starfleet* protocols, they prove to be highly competent.

In the year 2364, the people of the planet **Benzar** are still considered to be relatively new members of the **United Federation of Planets**. Due to their intelligence, abilities, and dedication, the **Benzites** have since proved themselves to be competent and valuable additions to the Federation's ranks. The race has been able to overcome a minor physiological obstacle to serve on ships with mostly human crews. The planet **Benzar** is a **Class-M** world; this would suggest that its natives

have no trouble existing in the oxygen-heavy atmosphere found on most Federation starships. Due to slight differences in the atmosphere on **Benzar**, however it has, in the past, been necessary for **Benzites** to wear a breathing apparatus while in a standard **Class-M** oxygen atmosphere. This is no longer the case.

Mistaken identity

The main geographic and community groupings on **Benzar** are known as geostructures. The exact configuration of these units

is unknown, but **Benzites** who are brought up within the same geostructure can appear identical to non-**Benzites**. An example of the confusion this can cause occurs in 2365, when **Acting Ensign Wesley Crusher** accidentally mistakes the **Benzite** exchange officer **Mendon** for one of his geostructure mates, the *Starfleet* cadet, **Mordock**.

Benzites are humanoid in appearance, and of approximately equal height to an average human; it is their cranial and facial features that distinguish them. They



FRIENDLY RIVALRY

Welcome to Starfleet Academy

Wesley Crusher meets the young **Benzite Mordock** when they both take the *Starfleet Academy* entrance exam on the planet **Relva VII**, in 2364. During their time at the facility, the pair compete for a single place at the academy, along with **T'Shanik**, a female **Vulcan**, and a young human woman named **Oliana**. **Mordock** is famous for devising a brilliant system called the **Mordock Strategy**; this accomplishment earns him the greatest respect from **Wesley**.

The two competitors become friends, despite the rivalry and tension that comes

▶ **Mordock becomes one of the first Benzites to enter Starfleet. After a series of exams, he beats a number of rivals, including Wesley Crusher, for a place at the academy.**



with such challenging examinations. **Wesley** helps **Mordock** during one of the tests, despite the fact that their overall scores are very close, and **Mordock** acknowledges this generosity to their supervisor, **Tac Officer Chang**. Ultimately, it is **Mordock** who, with a little help from **Wesley**, wins the coveted place at the academy and he thus becomes one of the first **Benzites** in *Starfleet*. **Wesley** follows his friend to the academy in 2367.



◀ In the 2360's, **Benzites** such as **Mordock** have to wear a breathing apparatus to supply additional gases, while they are living in standard *Starfleet* atmospheres. By 2373, recent advances in medical technology allow the **Benzites** to breath normally without the device.

Distinctive appearance

Benzites have light blue skin with yellowish markings. Tendrils extend downward from a flap of skin above the lips.

Planet: **Benzar**
Class: **M** Quadrant: **Alpha**
Status: **Federation member**

Life Forms
Appearance: **Humanoid**
Blue-skinned, with tendril-like protuberances extending over the mouth.

Characteristics: A loquacious race who can come across as arrogant when, in fact, they are merely trying to be helpful.

Remarks: **Benzites** raised in the same geostructure can be difficult for other races to tell apart.

Starship Log: **STAR TREK: THE NEXT GENERATION** 'Coming of Age', 'A Matter of Honor'; **STAR TREK: DEEP SPACE NINE** 'Apocalypse Rising', 'The Ship'



▼ **Mordock is the first Benzite that Wesley Crusher encounters. Members of the race who are raised in the same geostructure can appear identical; when Wesley later meets another Benzite, named Mendon, he at first mistakes him for Mordock.**



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The Guide to the STAR TREK Galaxy

FILE 7

CARD 5D



THE UNITED FEDERATION
OF PLANETS

THE BENZITES

GALAXY FACT

▶ **Captain Laporin is one of the first Benzites to serve in Starfleet. He attended Starfleet Academy at the same time as Captain Benjamin Sisko. In 2372, Laporin is in command of a Federation starship that is boarded during a Klingon attack, and is killed while defending his bridge. Sisko is distressed to learn of the demise of his old friend.**

Neither male nor female Benzites appear to have body hair, but, otherwise, the sexual characteristics are similar to those of other humanoids.

Breathing device

The Benzites' metallic breathing aid is secured at the chest by a geometrically-shaped silver unit, approximately two centimeters thick. From there, a thin connecting strip ascends on an outward incline to just below the mouth; a semicircular strip rests slightly below the olfactory cavities. This strip is illuminated, and provides the supplemental atmospheric gases that Benzites need to breathe normally.

Congenial

Benzites are known for their eagerness to please; to non-Benzites, this behavioral quirk can sometimes be mistaken for an air of superiority. They are eager to exhibit their high intelli-

gence through an endless stream of helpful suggestions, a quality that may be welcome among their own kind, but which tends to annoy humans who are not used to it.

Their numbers within Starfleet may be small, but the Benzites have proven themselves to be highly-competent officers in the service. If dedication and courage can be measured by the sacrifices made in the course of duty, the Benzites have shown their worth time and again.



▶ **Mendon has problems adapting to the etiquette and protocols of a Federation starship, but he soon proves himself a valuable asset to the crew.**

above the mouth. Several short, tendril-like protuberances descend from this ridge to either side of the mouth.

Physiognomy

The Benzite skull seems to be slightly larger than that of an average human, and is shaped by a large, rounded bone structure. Thick, rounded ears with large auditory openings

protrude slightly away from the skull.

Benzite skin is light blue with occasional horizontal bandings of lighter blue and yellow. Some Benzites exhibit patches of small, dark spots, lending their skin a speckled appearance. Subtle differences in color patterns, and the degree of speckling, differentiate them upon closer inspection.

possess a pair of deeply-recessed eyes, set within a plate-like structure that begins with a ridge just above the mouth, and continues over the forehead to encompass the remainder of the head. Olfactory cavities also appear to be located beneath this ridge, just

BENZITES IN STARFLEET

Mordock

In 2364, Mordock beats three other candidates in the Starfleet Academy entrance exam, becoming one of the first Benzites to be admitted into the academy. He acknowledges the help he received from Wesley Crusher during the tests; in turn, Wesley admires the strategy devised by, and named after, Mordock.



▶ **Mordock would have failed a test on Zoldan culture that Wesley passed, but he nevertheless wins the one available academy place.**

Mendon

In 2365, the Benzite officer Mendon identifies submicron organisms on the hull of the *U.S.S. Enterprise NCC-1701-D*; these are capable of breaking down the nuclear bonds on the vessel's tritanium plating. In the Benzite fleet, it is inappropriate to report such a phenomenon until a full analysis has been completed.



▶ **Mendon deduces that the problem can be solved by using a tunneling neutrino beam, but he delays reporting to Picard for longer than is appropriate.**

Hoya

Hoya is a Starfleet officer who serves aboard the station *Deep Space Nine*. In 2373, during a Jem'Hadar attack at Torga IV, she is killed when her Federation *Runabout* comes under fire. Recent advances allow Hoya to breathe in a standard Earth environment, without the assistance of a supplemental atmospheric device.



▶ **Like other Benzites, Hoya is a dedicated and courageous officer. She makes the ultimate sacrifice while carrying out her Starfleet duties.**



UNITED FEDERATION OF PLANETS STARFLEET DIVISION

SYSTEM: SOL/EARTH - SAN FRANCISCO, NORTH AMERICA

cc: UTOPIA PLANITIA FLEET YARDS, MARS

NAME:

EPSILON IX

FACILITY:

SPACE STATION

LOCATION:

NEAR KLINGON SPACE

This gargantuan space station is located in **Federation** space, close to the **Scylla** sector, near the **Klingon** border. It is used as a monitoring station, primarily to keep Klingon activities and communications under surveillance. Its other main purpose is to boost and pass on **subspace** communications.

Viewed from the exterior, **Epsilon IX** is symmetrical and brightly lit. The structure is made up of a series of interwoven latticed struts that form small hexagonal and triangular shapes. These patterns are repeated throughout the station, culminating in the base of the array, which resembles one large flat hexagon, with a smaller one resting on top. A long, vertical, tubular pole rises from the center of these bases, and is flanked by huge, flat panels, and dome-shaped dishes.

Receiving operations

The surface panels are made from a silver alloy and protrude slightly, presenting a dimpled effect. There are various antennas and receivers at the extremities and throughout the structure, reinforcing its primary role as a monitoring and communications station.

The monitoring room, the operational heart of the station, sits at the top of the array. The room is filled with consoles, viewscreens, and sensor equipment, and is open-plan, making

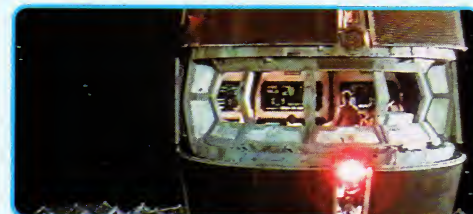
it easy for the technicians to combine and coordinate their efforts. The working environment is airy and spacious, helping to negate any feelings of claustrophobia.

Some of the operators work at standing consoles, while others sit at individual work stations along the walls. These touch sensitive consoles display various schematics, and information on any starship activity or unusual spatial phenomena. The viewscreens are capable of showing visual activity that is picked up by sensors or probes, while a written record of any verbal communications can be featured on a separate screen. The computers are also capable of providing a verbal translation of any alien language transmissions that are intercepted. The station can then relay real-time pictures and messages to **Starfleet**, or the appropriate starships.

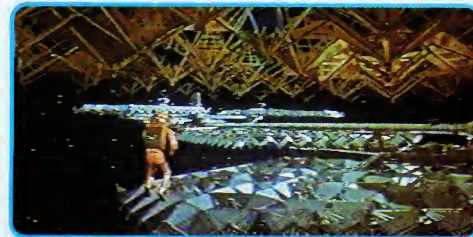
In 2271, **Commander Branch** is serving on **Epsilon IX** when one of its sensor drones relays pictures of three Klingon vessels being dissolved by powerful tendrils of energy. Branch's crew determine that the phenomenon responsible will pass near them, and then head directly toward Earth. **Epsilon IX**'s scans reveal that it is a power field of some kind, with an incredibly strong energy source at the center. It is in fact **V'Ger**, a living machine, and it reacts to the scans by destroying the station.



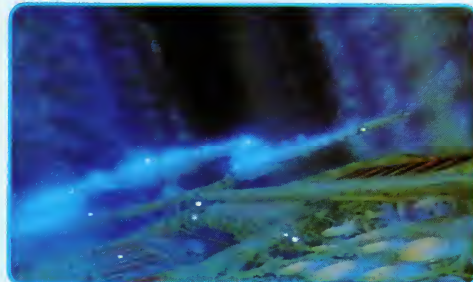
▲ The interior of the monitoring room is designed to look similar to that found on a Federation starship of this era. The decor is finished in browns and neutral tones, as are the crew's uniforms.



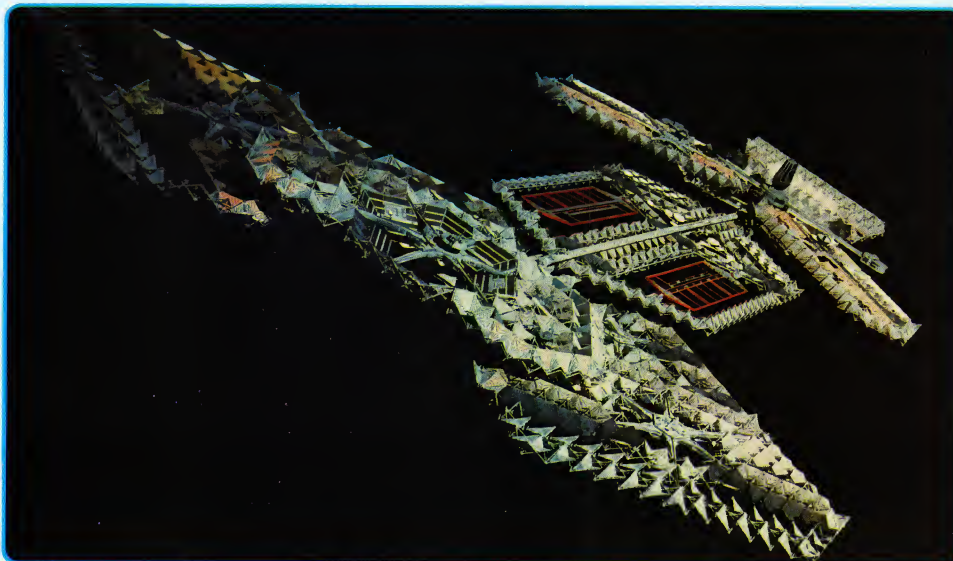
▲ The monitoring and communications room is located near the top of the space array, and is capable of instantly passing on any data to Starfleet.



▲ Exterior repairs to the space station can be carried out by a worker, who leaves the confines of the facility to fix the malfunction in space. He wears a thruster suit, with a self-contained propulsion pack.



▲ **EPSILON IX** transmits linguacode messages on all frequencies, but does not always obtain a friendly reply. In 2271, it is destroyed by a blue energy bolt, which is emitted from the living machine, **V'GER**.



▲ **EPSILON IX** is a huge, free-floating structure near the Klingon border. It is designed to track any unusual activities, and pass on subspace messages.





EPSILON IX

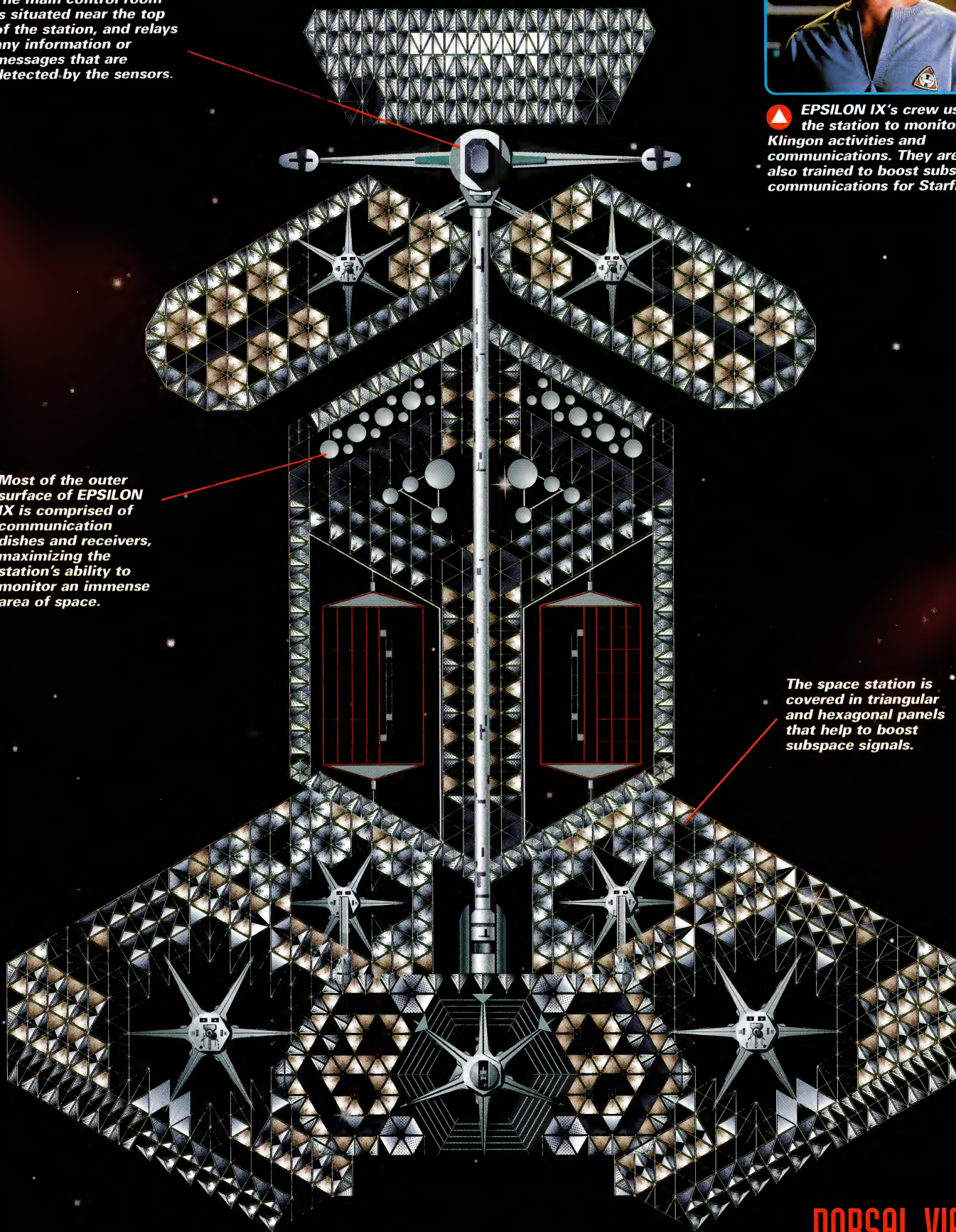
The main control room is situated near the top of the station, and relays any information or messages that are detected by the sensors.



▲ EPSILON IX's crew use the station to monitor Klingon activities and communications. They are also trained to boost subspace communications for Starfleet.

Most of the outer surface of EPSILON IX is comprised of communication dishes and receivers, maximizing the station's ability to monitor an immense area of space.

The space station is covered in triangular and hexagonal panels that help to boost subspace signals.



DORSAL VIEW



FILE 20 U.S.S. ENTERPRISE NCC-1701

U.S.S. ENTERPRISE NCC-1701

PERSONNEL

CREW UNDER CAPTAIN KIRK: 2260'S

RILEY

Riley serves as navigator on the *U.S.S. Enterprise NCC-1701*.

NAME: RILEY, KEVIN

RANK: LIEUTENANT

FIRST SEEN: 2267

STARSHIP LOG: 'THE NAHED TIME',
'THE CONSCIENCE OF THE HING'

He is proud of his Irish descent, and is always ready to share a joke with his fellow officers.

Riley is an efficient bridge officer, who fails in his duty only when infected by the **Psi 2000 virus**. The disease causes Riley to then take control of the *Enterprise's* engines; while singing an Irish folk song, he nearly plunges the ship into a planet's atmosphere.

In 2266, Riley encounters a ghost from his past. As a young boy he was one of the only nine survivors of the mass murder carried out by **Kodos the Executioner**, and is poisoned by **Lenore Karidian**, Kodos's daughter to prevent him from exposing her father. Riley recovers, and attempts to kill Kodos himself, but he is prevented from doing so by **Captain Kirk**.



▲ **Lt. Kevin Riley, a light-hearted Irishman, is a popular officer – except when he inflicts his singing upon the crew.**

RIZZO

Ensign Rizzo serves on the *U.S.S. Enterprise NCC-1701* as a security officer, and is a friend of **Ensign Garrovick**.

Rizzo is killed by the **dikironium cloud creature** in 2268; the lethal cloud being kills the officer when it drains him of 60 percent of his red blood cells.

▶ **Rizzo and his security team are drained of 60 percent of their red blood cells.**

NAME: RIZZO

RANK: ENSIGN

FIRST SEEN: 2268

STARSHIP LOG: 'OBSESSION'



RODRIGUEZ

Rodriguez is assigned to the landing party which is sent to survey a **Class-M** planet, and determine its suitability for shore leave for the crew of the *U.S.S. Enterprise NCC-1701*. Rodriguez's hobbies include old-fashioned aircraft, and military memorabilia from 20th-century Earth. The **Caretaker** of this **amusement park planet** makes these images from Rodriguez's mind become reality, and, as a result, fellow crew member **Angela Martine** is apparently killed during an aircraft attack.

▶ **After the death of her fiancé, Robert Tomlinson, Martine finds love with Rodriguez, but she is then 'killed' by an aircraft conjured from his imagination.**

NAME: RODRIGUEZ, ESTEBAN

RANK: LIEUTENANT

FIRST SEEN: 2267

STARSHIP LOG: 'SHORE LEAVE'



ROMAINE

Lt. **Mira Romaine** is a specialist assigned to the *U.S.S. Enterprise NCC-1701* in 2269, to supervise the transfer of newly-designed equipment to **Memory Alpha**, a planetoid that serves as a **Federation library**. The *Enterprise* is attacked by a strange energy storm en route; this causes Romaine to collapse on the bridge. It is later discovered that the pliable mind of Romaine has been possessed by the last survivors of **Zetar**, who need a suitable mind and body through which they can continue to live. Romaine is freed of the entities through exposure to pressure in an anti-gravity chamber; the Zetars have become accustomed to the

vacuum of space, and cannot survive in a highly-pressurized environment. They die within the chamber.

Romaine leaves the *Enterprise* once she has fully recovered, and returns to Memory Alpha in order to assist in rebuilding the station's ruined library facilities; it, too, was attacked by the Zetars.



NAME: ROMAINE, MIRA

RANK: LIEUTENANT

FIRST SEEN: 2269

STARSHIP LOG: 'THE LIGHTS
OF ZETAR'

▶ **Romaine and Chief Engineer Scott are mutually attracted to one another, but Romaine decides to return to Memory Alpha.**

ROSS

NAME: ROSS, TERESA

RANK: YEOMAN

FIRST SEEN: 2267

STARSHIP LOG: 'THE SQUIRE
OF GOTHOS'

While serving aboard the *U.S.S. Enterprise NCC-1701* in 2267, **Yeoman Ross** is abducted, along with several other crew members, by **Trelane**, the self-styled **Squire of Gothos**. Trelane takes a liking to Ross, and replaces her **Starfleet** uniform with a long gown, asking her to dance with him. Once back on

the *Enterprise*, Ross catches the eye of **Captain Kirk** when she asks if she may return to her quarters, in order to change back into her uniform.

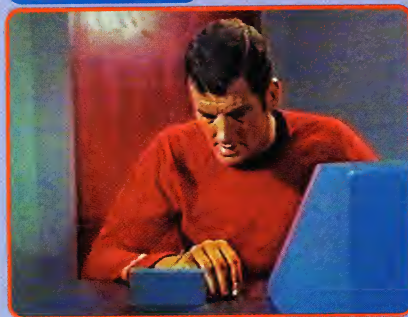
▶ **Trelane dresses the beautiful Yeoman Ross in a 19th-century gown. The squire makes Lt. Uhura play the piano while he dances with Ross.**





CREW UNDER CAPTAIN KIRK: 2260'S

ROWE



NAME: ROWE
RANK: LIEUTENANT
FIRST SEEN: 2267
STARSHIP LOG: 'I, MUDD'

◀ When Jordan fails to answer, Lt. Rowe leads a security team to the auxiliary control room.

Lt. Rowe is on duty when Harry Mudd's android agent, Norman, takes over the *U.S.S. Enterprise NCC-1701*. Security guard Rowe is sent to auxiliary

control when the officer on duty, Ensign Jordan, fails to answer Captain Kirk's hail from the bridge. Rowe finds the unfortunate ensign unconscious.

RUSS



NAME: RUSS
RANK: CREWMAN
FIRST SEEN: 2267
STARSHIP LOG: 'THE DOOMSDAY MACHINE'

▶ After the damage control landing party beam onto Commodore Matt Decker's crippled starship, Crewman Russ reports to Captain Kirk that the *CONSTELLATION's* filtration systems are out. The ship was attacked by the PLANET KILLER.

Crewman Russ is part of the damage control party sent to investigate the disabled starship *U.S.S. Constellation NCC-1017*.

SHEA

NAME: SHEA
RANK: LIEUTENANT
FIRST SEEN: 2268
STARSHIP LOG: 'BY ANY OTHER NAME'

Lt. Shea is assigned to the landing party from the *U.S.S. Enterprise NCC-1701* that answers a distress call sent by the Kelvans. Shea is reduced to a hand-sized tetrahedral block of his component elements, in a display of the Kelvans' power.

Shea is more fortunate than Yeoman Thompson, his colleague, as he is eventually restored to his natural form.



▶ Shea is reduced to his basic physical essence by the Kelvans.

SINGH



NAME: SINGH
RANK: CREWMAN
FIRST SEEN: 2268
STARSHIP LOG: 'THE CHANGELING'

▶ Singh is distracted by Uhura's singing, and fails to notice when *NOMAD* leaves auxiliary control.

Mr. Singh is an engineer on the *U.S.S. Enterprise NCC-1701*. He is on duty in auxiliary control while the robot probe unit known as *Nomad* is on board. Singh is too preoccupied by the sound of Lt. Uhura singing over the comm to notice when the robot, which wishes to investigate the singing, escapes from the area.

SMITH

Smith is assigned to the *U.S.S. Enterprise NCC-1701* during the early days of Captain Kirk's first five-year mission. Still unused to his new crew, Kirk initially calls Smith "Yeoman Jones," until she corrects him. Smith is on the bridge when the *Enterprise* is hit by the energy barrier that causes Gary Mitchell and Elizabeth Dehner to mutate.



▶ Gary Mitchell holds Yeoman Smith's hand to reassure her, as the *U.S.S. ENTERPRISE* approaches an energy barrier.

NAME: SMITH
RANK: YEOMAN
FIRST SEEN: 2265
STARSHIP LOG: 'WHERE NO MAN HAS GONE BEFORE'

SPINELLI

Captain Kirk includes Lt Spinelli's name in the list of bridge officers awarded a commendation, after Khan Noonien Singh takes control of the ship. They are rewarded for their bravery while being slowly deprived of life support.

NAME: SPINELLI
RANK: LIEUTENANT
FIRST SEEN: 2267
STARSHIP LOG: 'SPACE SEED'

STILES

Lt. Stiles serves as navigator on the *U.S.S. Enterprise NCC-1701*, under the command of Captain James T. Kirk, during the early days of his first five-year mission. Stiles is on bridge duty when the *Enterprise*, patrolling the Neutral Zone, receives word that a Federation colony is under

NAME: STILES
RANK: LIEUTENANT
FIRST SEEN: 2267
STARSHIP LOG: 'BALANCE OF TERROR'

▶ The similarities between Vulcans and Romulans lead Stiles to distrust Spock.

attack from a new type of Romulan warship. Stiles holds a personal grudge against the Romulans, as he lost family during the previous Earth-Romulan war. He becomes immediately prejudiced against First Officer Spock after the appearance of the Romulans is revealed through an intercepted communication; the cunning race appear to be an offshoot of the Vulcans. Captain Kirk does not stand for the attitude, and when



Mr. Spock later saves Stiles's life after the *Enterprise* is attacked by the prototype Romulan vessel, the lieutenant is forced to rethink his attitude.

Tom Paris's Starfleet Career

Tom Paris starts his career as a headstrong young officer. His pride leads to a fall, and he is imprisoned in a **Federation** penal colony. All seems lost, until Paris is offered a chance to redeem himself by **Captain Janeway**.

Starfleet Academy graduates accept that pressure is part and parcel of the career path an officer must follow. When an individual feels they must live with the weight of expectation of family and friends to do well, however, it can also be something of a curse. If one case illustrates this point, it is that of **Thomas Eugene Paris**.

Natural choice

The son of a decorated Starfleet admiral, young Tom was always expected to make Starfleet his career, even though he would have preferred to pursue a career in the **Federation Naval Patrol**. Friends and family alike expected him to follow in his father's footsteps, but his four years at the academy did not progress smoothly. His headstrong nature, arrogance, and natural piloting abilities were a dangerous and volatile mixture.

After transferring to the Starfleet training base just

outside of Marseilles in his second semester, Paris nearly failed **Stellar Cartography**. The pressure to succeed accordingly became even greater, while his father grew ever more disappointed by his efforts. The young Paris was determined to succeed, however, and he managed to graduate with a major in astrophysics. He then commenced active service on the **U.S.S. Exeter**.

The greatest blow to Paris's future came when an error of judgment caused the death of three other officers at **Caldrik Prime**. Lt. Paris attempted to cover up his mistake by falsifying reports, but his feelings of guilt eventually led him to confess. When his attempt to lie his way out of trouble became known, Paris was discharged from the service in disgrace.

Bad move

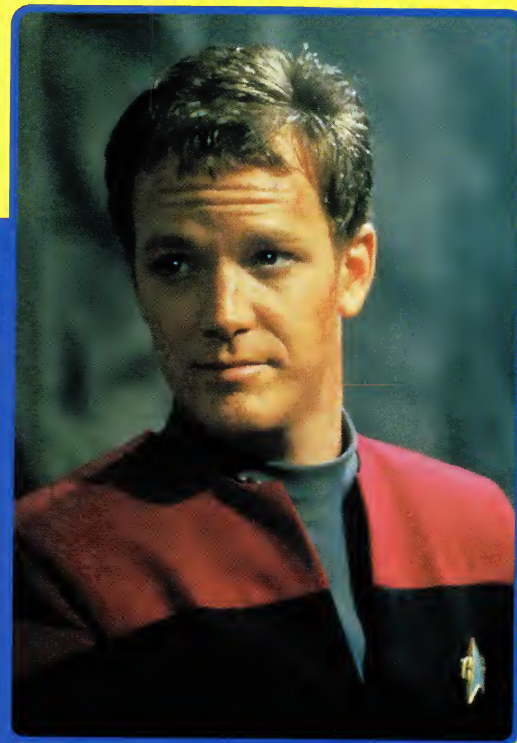
Paris entered a period of depression. Still young, extremely talented, but bitter over his error of judgment, he went out

PROFILE OF A CAREER

AMBITION: As the son of Starfleet's Admiral Paris, Tom was expected to excel as an officer. He was determined to escape his father's shadow.

FAILURE: Paris's rash decisions as a young officer led to the death of three colleagues. This mistake cost him his career; he joined the Maquis, but was caught and incarcerated.

SECOND CHANCE: In 2371, Captain Janeway, who had served with Paris's father, offers the bitter young man a place on her crew.



▲ Tom Paris had high hopes of a stellar career in Starfleet, but he made one fatal mistake, and was discharged from the service. Since then, Paris has been a member of the Maquis, an inmate in a penal colony, and, from the year 2371, the helmsman on the **U.S.S. VOYAGER**.

looking for a fight, and found it by joining the rebel **Maquis** forces in 2370. He was only with them for a few weeks, and was regarded as nothing more than a mercenary, but he learned a great deal about the area of space near the **Cardassian** border known

as the **Badlands**.

Paris was captured by Starfleet on his first mission, and his despair plumbed new depths. The former officer was sentenced to the **Federation Penal Settlement** in New Zealand, Earth, and it seemed that his years

of training and willingness to succeed had all come to nothing.

A chance for redemption

In 2371, the bitter young man is given a chance to redeem himself. **Captain Kathryn Janeway** visits Tom in prison, and offers him the role of observer on a mission to recover a Starfleet operative, **Tuvok**, from a Maquis ship missing in the Badlands.

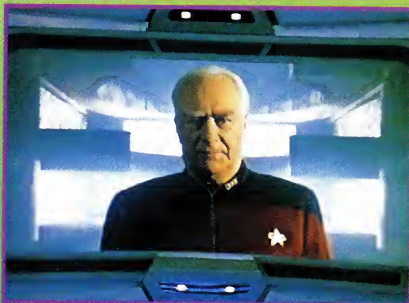
Paris seems to regard this as only marginally preferable to his role as trustee at the penal settlement, but he agrees to guide Janeway and the recently-commissioned **U.S.S. Voyager NCC-74656** through this dangerous area of space.

Returning to duty aboard a Starfleet vessel is a very daunting experience for

PRICE OF FAILURE

★ Bad choices

Instead of spending time on his studies at the academy, Paris enjoyed the local amenities.



★ Disapproval

Paris has always felt that his father never forgave him for failing to cut it as a Starfleet officer.



★ Nowhere to turn

In 2371, Tom Paris has very few options left, and so decides to accept Captain Janeway's offer.

Tom Paris's Starfleet Career



★ Cunning plan

Paris wins newfound respect from his fellow crew members after he volunteers for an undercover mission to save the ship.

Paris. Many of the *Voyager* crew initially feel that he is nothing but a traitor and opportunist, little realizing that their opinion of Tom is no lower than his own.

Paris's true nature, skills, and character quickly become apparent when *Voyager* is transported into the **Delta Quadrant**. Many of the Starfleet crew are killed during the turbulent journey, and Paris is quick to react to the situation, utilizing his medical field training to treat the injured. He leads a successful escape party from a hostile planet, and saves the life of his one-time enemy: the Maquis group's leader, **Chakotay**.

Field commission

In light of these commendable actions, Janeway reinstates Mr. Paris's commission, and makes him a lieutenant once again. Since returning to active duty, Tom Paris has shown himself to be headstrong, and sometimes reckless with his own safety. He still feels the need to prove himself a hero, but never forgets his Starfleet training. This makes him a valuable member of *Voyager*'s crew, even though his relations with the

"The other day ... you told me I'd turned my life around ... well, give me the chance to prove it."

— Paris to Chakotay

surviving Starfleet crew and Maquis personnel are initially strained.

Tom has accomplished many things during his time in the Delta Quadrant. In 2372, he becomes the first person in Starfleet to break the **Warp 10** barrier, and travel at **transwarp** speeds. He is told beforehand that there is a chance he may suffer a brain hemorrhage, yet he still makes the flight. He subsequently evolves into a higher life form, and has to be 'regressed' by *Voyager*'s holographic **Doctor**, but the lieutenant survives.

Undercover

If any crew members still harbor doubts about Paris's commitment to the ship, they are allayed after Paris goes undercover, as part of an operation to expose a suspected traitor on board *Voyager*.

At significant risk to his own safety, Paris acts out an elaborately-staged show of dissidence, and finally leaves *Voyager* to pilot a **Talaxian** ship. He knows full well that he will be kidnapped quickly by **Kazon** forces, under the direction of former Cardassian spy and *Voyager* crew member **Seska**.

Barely escaping the Kazon with

his life, Paris conveys the vital information concerning the identity of the traitor — **Michael Jonas** — to *Voyager*, and so saves the ship from capture. His skill and experience as a pilot allow him to evade destruction, and survive to fight another day. He is now something of a hero.

But Paris never leaves behind his belligerence and tendency to act impulsively. In 2375, his anger at the environmental damage the **Moneans** are doing to their unique ocean world prompts him to disobey the direct orders of Captain Janeway, take the **Delta Flyer**, and try to remedy the situation.

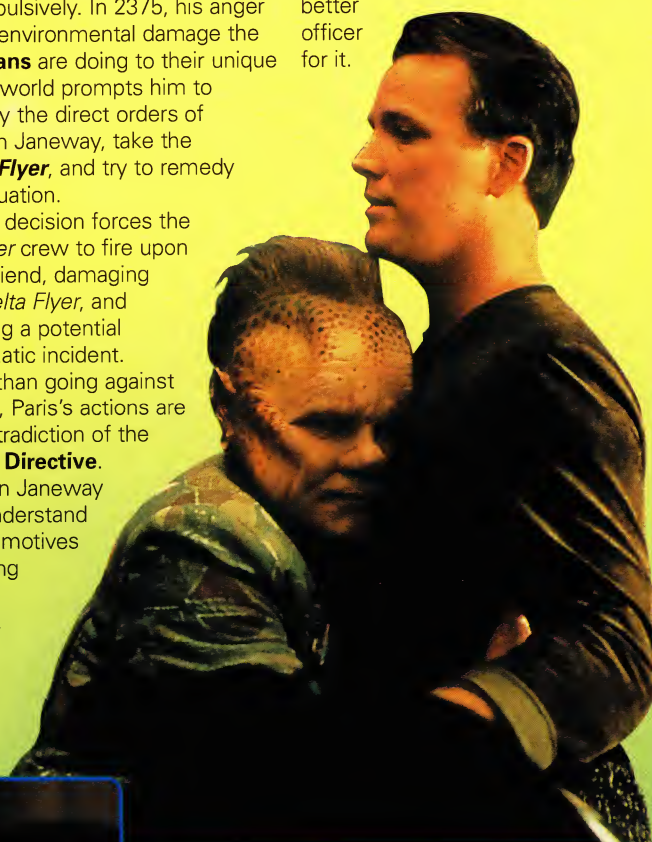
This decision forces the *Voyager* crew to fire upon their friend, damaging the **Delta Flyer**, and creating a potential diplomatic incident.

More than going against orders, Paris's actions are in contradiction of the **Prime Directive**.

Captain Janeway can understand Tom's motives in taking such action,

but it is no excuse. He is demoted to ensign, and placed in solitary confinement for 30 days as further punishment.

Whether this damaging incident will have long-term repercussions for Tom Paris is not yet known. In a case of history repeating itself, he has undone much of his strenuous work to prove himself over the previous four years. He acts for indisputably honorable reasons, however, and faces his punishment without flinching. Mr. Paris has undeniably become an important member of the *Voyager* crew, and, if he can learn from this setback, he might yet become a better officer for it.



★ New family

Paris fails to live up to the expectations of his own family, but he finds a new one on the U.S.S. VOYAGER.



PIONEERING

Paris's creativity

Tom Paris has always had a passion for flying, and he loves tinkering with 20th-century technology. When the **U.S.S. Voyager** has difficulty retrieving a probe from a gas giant, Paris uses these skills to design a new, more advanced shuttlecraft: the **Delta Flyer**, a ship that is specifically designed for use in the Delta Quadrant. He describes it as "a warp-powered, ultra-responsive, 24th-century hot rod," and proudly lists the features: "ultra-aerodynamic contours, retractable nacelles, metallic hull plating, unimatrix shielding based on Tuvok's designs for the **multispatial probe**, and a Borg-inspired weapons system." Paris's invention succeeds in its mission, and the probe is retrieved intact from the gas giant's dangerous atmosphere.

▲ Enthusiast

Paris puts forward his proposal for the DELTA FLYER, and promises the captain that he will have it built within a week.

▼ Driver's seat

Paris pilots his brainchild on its first assignment. The DELTA FLYER is a product of his experiences in the Delta Quadrant.



Rayna Kapec

Created by the immortal Mr. Flint to ease his loneliness, Rayna Kapec is unaware of her true nature when she meets Captain Kirk, and experiences true emotions for the first time. Her loyalties become divided between these two men, with tragic consequences.

The young woman known as **Rayna Kapec** lives out her short life on **Holberg 917G**, a small, privately-owned planet in the **Omega system**. Her early death proves a cruel irony to her only companion, a near-immortal human man named **Flint**; he created Rayna to be his mate, to accompany him through-out eternity.

Artificial life forms are rare, but a common trait is that they are modeled after humans. Rayna is no exception. Her creator did not intend for her to merely mimic humanity, but to actually become, through education and experience, virtually human. Rayna spends nearly all of her life unaware that she is an artificial creation.

Companion

Rayna was born out of Flint's desire for a mate. Due to a biological fluke, Flint, who was born in Mesopotamia in 3834 BCE, is virtually immortal. He once found his longevity full of pain and sorrow; tired of humanity's strife, the wealthy individual purchased Holberg 917G in

order to establish for himself "a retreat from the unpleasantness of life upon Earth, and the company of people." He desired a mate, however – one who he would not outlive, like so many others – and so created Rayna.

Rayna is actually a series of androids, culminating in **Rayna 17**, the last and most successful android in the series. Flint is a brilliant scientist, artist, and scholar, and designed the Rayna android in his laboratory. She is beautiful and graceful, and she also possesses a powerful intellect. Flint cultivates this with a comprehensive education.

Rayna's intellect outpaces even that of one of **Vulcan's** most famous sons, **Spock**. She harbors a particular interest in sub-dimensional physics and field density, and their relationship to gravitational phenomena. Rayna wishes to know and study everything – literally, the totality of the universe. She describes anything less as a "betrayal of the intellect."

The android possesses the equivalent of 17 university degrees in the sciences and arts. As her teacher, Flint saw to it that she

PROFILE OF AN ANDROID

NAME: Rayna Kapec

LIFE FORM: Humanoid-android

STATUS: Developing independent thought

CREATOR: Mr. Flint

DEACTIVATED: 2269

PURPOSE: Designed to become the perfect mate for the immortal Mr. Flint.

PLACE OF ORIGIN: Holberg 917G, in the Omega system.

ACCOMPLISHMENTS: Holds the equivalent of 17 university degrees, is adept at dancing and playing billiards, and practiced in the art of conversation.

OTHER INFORMATION: Rayna is the 17th attempt by Mr. Flint to create his perfect partner and companion.

FIRST SEEN: 'Requiem For Methuselah' (TOS)



▲ Rayna Kapec appears to be a beautiful and innocent young woman who possesses a remarkable intellect. She is, in fact, an android, created by Mr. Flint to act as his perfect partner.

★ First contact

Rayna is excited to encounter other men. Apart from Flint, they are the first she has met.

★ Enchanted

Rayna shows remarkable ability in quickly learning how to dance. As the waltz continues, she becomes more and more drawn to Kirk, enjoying his attentions.



A MODEL WOMAN

★ Intellectual

Flint introduces his young charge to his captivated guests. He informs them that she has the equivalent of 17 university degrees in the sciences and arts, and is well versed in social graces.



OTHER CARDS IN THIS FILE...

- 1 DATA
- 3 LAL
- 4 LORE
- 5 DR. JULIANA TAINER

SEE OTHER FILES...

FLINTFILE 44
STAR TREK:
The Original SeriesFILE 68

Rayna Kapec



★ Truth revealed

Kirk is stunned to discover that there are other Raynas in Flint's laboratory; she is not human at all, but an android.

"There was not time enough to adjust to the awful powers and contradictions of [Rayna's] newfound emotions."

— Mr. Spock to Captain Kirk

expanded her development to more than just her intellect, but stressed that the cultivation of the intellect "must come first, or the individual makes errors, wastes time in unprofitable pursuits." The strength of Rayna's mind also gives her the ability to summon and instruct Flint's simpler service robots at will.

Rayna is gentle and gracious, and, despite her isolation from any kind of community, she possesses the social skills to interact with the only

★ Unable to cope

Rayna is not given sufficient time to adjust to her new emotions, and the contradictions posed. She cannot cope with the anguish and turmoil they cause, and this ultimately leads to her death.



★ Prototypes

Flint has tried many times to create a companion for himself; there is evidence of 16 previous attempts before the current incarnation. Rayna herself is unaware of her origins, as she has always been forbidden to enter the laboratory.

guests she and Flint ever receive: **Captain James Kirk, Dr. McCoy,** and **Mr. Spock**, all of the **U.S.S. Enterprise NCC-1701**. She makes charming, intelligent, and polite conversation, teaches Kirk to play billiards, and waltzes beautifully to Flint's original compositions. Despite initial appearances, however, Rayna has shortcomings that prevent her from becoming the companion Flint wants her to be.

For one thing, she lacks the capacity to sustain deep human emotions. Indeed, her emotions and desires remain dormant within her until the last day of her life. Having Flint as her only companion was not enough to awaken Rayna's latent emotions, but the arrival of the *Enterprise* and Captain Kirk provides the stimulation she needs.

Burgeoning desires

Rayna is deeply curious about the visitors, and objects when Flint wants to keep her isolated from them. "Don't take this opportunity away from me," she implores him. "It's so exciting!" For the first time

in her life, Rayna makes a demand of Flint. She also begins to discover, along with her growing emotions, a sense of herself as an individual, and her own desires. Rayna stumbles on the facts of her origin at the same time as she discovers this love, and understands immediately the fundamental difference between

being an android, and being human.

As her emotions elevate her to the level of humanity, however, she suddenly realizes that she can control her own destiny. Kirk observes the transformation, and comments on her right to free will, telling Flint that she should be allowed to make her own choices.

Awakening emotions

"All emotions are in play," Dr. McCoy observes, as Rayna comes into her own. Sadly, this emotional onslaught proves overwhelming to

the android, and eventually leads to her death. There are simply too many feelings for Rayna to deal with all at once. She understands loneliness for the first time. She has great difficulty differentiating between the romantic feelings she has for Kirk, and the familial love she holds for her mentor, Flint. She sees the pain she causes both men because of her love for each of them. She is, for the first time, brought out of the isolation imposed by her android status, and faces a future in which she can experience both the positive and negative consequences of human interactions.

Flint had sought to protect and isolate Rayna from the selfish and brutal human community; yet it is love, the best that humanity has to offer, that is ultimately her undoing. As Spock, who well understands the difficulties in coming to terms with human emotions, so eloquently phrases it: "The joys of love made her human, and the agonies of love destroyed her."

AGONIZING LOVE

Torn apart

Captain Kirk is captivated by the beautiful and talented Rayna, little suspecting that she is an android. She is also greatly interested in the captain, and Flint encourages them to dance, intrigued by her reaction. Kirk's romantic attentions encourage new feelings in Rayna, feelings that startle and frighten her. Not only does she return Kirk's attentions, but, for the first time, she experiences strong feelings for Flint; she

sees him as "the greatest, kindest, wisest man in the Galaxy." This is what Flint had been hoping for – that Kirk could awaken strong emotions within her, and then he could step in. He had not, however, foreseen how strong these emotions would be, and fears that she prefers Kirk to him. These worries become academic as, tragically, Rayna 'dies', unable to cope with hurting either of the men she loves.



◀ Ideal partner

As Rayna's creator, Flint has molded her to be his perfect woman: beautiful, intelligent, and immortal. The one thing she is lacking, however, is the ability to return his love.

▶ Awakening

When Rayna's emotions do stir, they are awakened by Captain Kirk. She finds them difficult to understand, and is overwhelmed when unable to choose between Kirk and Flint.



Garak and the Obsidian Order

Elim Garak may claim to be just a plain and simple tailor, but his past is littered with treachery and deceit. When the young Garak joined the secret Cardassian agency known as the **Obsidian Order**, his exceptional ruthlessness allowed him to rise quickly through the ranks — until his father, **Enabran Tain**, exiled him to the space station **Terok Nor**.

Elim Garak, the only remaining Cardassian resident on the Federation outpost **Deep Space Nine**, may claim to be nothing more than a humble tailor, but potential customers or acquaintances would be wise to treat his effortless charm with caution.

Garak frequently denies it, but, in the past, he has committed acts of torture, assassination, and sabotage. This was during his time as a top agent for one of the most feared security services in the **Alpha Quadrant**: the **Obsidian Order**. This ruthlessly efficient secret order has operated within Cardassian society for many years; agents maintain surveillance on every

Cardassian citizen.

The young Garak joined the service, and learned many skills that would, within a few years, make him one of their most successful operatives. Garak's rise through the ranks of the order gave him great authority and power; he could falsify charges of treason against his personal enemies, then ensure that they were executed.

Interrogations

Garak's enthusiasm and willingness often had to be reigned in and controlled by his superiors, especially when it came to torture and interrogation. He is fully trained in the art of inflicting pain, but one of his major accomplishments involved getting **Dr. Parmak** to confess, simply by staring at

★ Disowned

For much of his life, **Enabran Tain**, former head of the **Obsidian Order**, kept his son, **Garak**, at arm's length.



PROFILE OF A SPY

BACKGROUND: Elim Garak often denies that he is anything other than a simple tailor, but it is an open secret that he spent much of his life before **Deep Space Nine** as an operative of the **Obsidian Order**.

FORMER OCCUPATION: Garak held a high rank within the **Obsidian Order**. At one time, he was stationed on **Romulus**, and, though he pleads innocence, his service coincided with the mysterious deaths of several **Romulan** dignitaries.

ENEMIES: **Gul Dukat**; Garak played a part in the downfall and execution of **Dukat's** father. Paranoia runs so deep in the **Obsidian Order** that Garak once bombed his own shop to deflect suspicion; his own father, **Enabran Tain**, was trying to murder him, along with all his former associates.



▲ During his time as a member of the **Obsidian Order**, Garak learned a great deal about 'dirty tricks.' His espionage skills prove invaluable to the Federation during the **Dominion** war.

him for four hours; he can be extremely intimidating.

Elim Garak relished a good interrogation, and was extremely skilled in many aspects of physical and mental discomfort. Later, years spent away from the

Obsidian Order and its activities dull his predilection for such cruelty.

Garak's field training was extensive, and his skills include being able to build a **subspace transceiver** out of just about any adaptable equipment. He became an expert in military and

FATHER FIGURE



★ Exiled

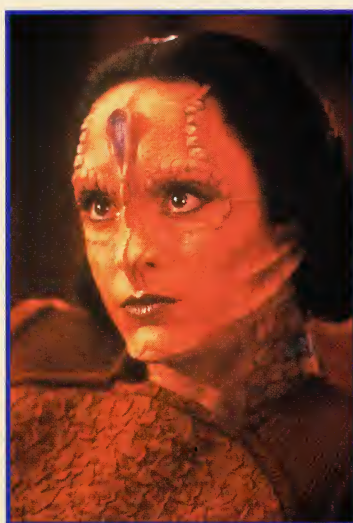
When Garak was accused of treason, **Enabran Tain** exiled him to **TEROK NOR**.

★ Legacy

Garak has inherited his father's talent for subterfuge and intrigue.



Garak and the Obsidian Order



civilian coding systems, and helped to devise an **Elgo Red Fifth Courier encryption**, one of the hardest codes to crack.

His hand-to-hand fighting skills and physical strength were also developed, though he would later admit to finding close combat distasteful. Language skills were vital, and he became fluent in **Klingon**.

Sense of duty

Garak once felt a sense of duty to **Cardassia** that overrode all things in his life. Any threat to the security of his homeworld was

"Lately I've noticed that everyone seems to ... trust me. It's quite unnerving."

— Elim Garak

★ Rescue mission

In 2371, Garak uses all his old skills against his former colleagues, the Obsidian Order, in order to rescue Major Kira Nerys from a complex Cardassian trap.

treated with ruthless force, although the **Detapa government** allegedly held political authority over the Obsidian Order. It is not certain, but the order may have been behind positioning Garak as a gardener at the Cardassian embassy on **Romulus**, with the subsequent poisoning of **Proconsul Merrok**, along with the mysterious deaths of a number of other **Romulan** dignitaries. Garak denies any involvement in the deaths, claiming he was there only as an undeniably skilled gardener, and not as a trained assassin.

The Cardassian government expressly forbade the order from possessing any warships or military equipment – a directive which

would be tragically ignored by the head of the Obsidian Order for 20 years, **Enabran Tain**. Garak's eventual removal from the order cannot be appreciated unless his relationship with Tain is understood.

Tain is a hard and unforgiving man, whom Garak looked up to as mentor and friend. He would do anything for Tain, caring little about his own safety, in an attempt to impress the Obsidian Order leader, and gain his approval – hardly surprising, when one considers that Enabran Tain is also Garak's father.

Trying to impress

Be it the significant part he played in the downfall and eventual execution of **Gul Dukat's** father, or his participation in the disastrous secret coalition with the **Romulan Tal Shiar**, under Tain's command, Garak will do anything to look good in the eyes of his father – even though the surprise attack on the

Founders' homeworld in the **Orias system** lead to the virtual destruction of the order.

Tain regarded Garak as a weakness he could not afford. When his son apparently committed an act of betrayal against Cardassia, Tain exiled him to **Terok Nor**. In 2371, Tain attempts to assassinate Garak in a private operation to remove all those who have knowledge of him. This instead leads to Garak trying to help his father one last time.

Constant reminder

Even after his dismissal from the order, Garak carries a part of their philosophy within him at all times. As an active agent, he had a cranial implant embedded in his skull that releases endorphins into an operative's nervous system, rendering them almost impervious to pain.

Garak still possesses the deadly skills he honed while a member of the Obsidian Order, but his sadistic fervor has been worn down by time and circumstances. **Deep Space Nine** now offers him something the order never did: genuine, caring friends.

MISGUIDED MISSION

Dominion defeat

In 2371, Garak joins Enabran Tain for a joint mission between the Obsidian Order and the Tal Shiar, the Romulan secret service. Tain intends to defeat the Dominion by launching a strike against the Founders' homeworld, but his plans are foiled by a shapeshifter disguised as the Romulan Colonel Lovok.

▶ Torture

*Garak has to prove to Enabran Tain that his time on **DEEP SPACE NINE** has not dulled his sadistic appetites; he does so by enthusiastically subjecting Odo to a brutal interrogation.*

▼ Reunion

Tain orders the assassination of all his former Obsidian Order advisors, but Garak still leaps at the chance to work with his father once more.



★ Deadly addiction

*In an attempt to relieve the mundanity of life on **DEEP SPACE NINE**, Garak keeps his cranial implant permanently switched on, with near fatal consequences.*

Angel One Execution Device

The matriarchal society of Angel One authorizes capital punishment for any citizen found to have committed high crimes against the state. A sophisticated execution device ensures that punishment is carried out as swiftly as possible.

The execution of an individual, regardless of their crime, may well be considered barbaric by the **Federation**, but the practice continues on many worlds, including some that are aligned with the Federation. Certainly, citizens of the matriarchal society on the planet **Angel One** think of themselves as enlightened individuals, who resort to the process of execution only when, in the opinion of the ruling council, it is absolutely necessary.

On Angel One, executions are reserved for those who have committed high crimes against the state. In such a case, justice is swift, and irrevocable. The means chosen for execution is regarded as being as humane as possible, though the process may be held in front of witnesses, such as concerned individuals, those present on behalf of the state, and those representing the accused.

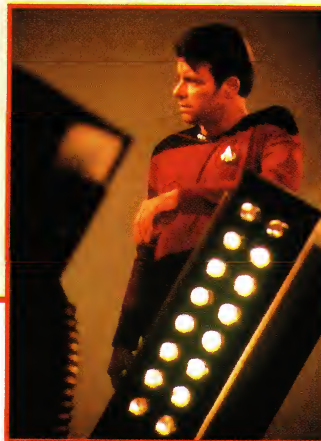
The planet's execution device is located in a portico within the chambers of Angel One's parliamentary ruling body, the same body that passes final judgment on the accused. Two identical pedestals stand a little more than two meters apart, each approximately one-and-a-half meters in height. The center of each pedestal appears to contain a hollow chamber; this can be seen through a transparent window in the front.

Held fast

There are a series of small lights on the inner side of each pedestal; these are transmitting devices. On the top of each pedestal are handrests, upon which the accused is instructed to place his or her hands. These are hardly for the subject's comfort; rather, they are magnetized, so that the subject cannot move once he or she is positioned.



▲ The ruling body of Angel One use execution as a means of maintaining the status quo as well as for punishment. Some political dissidents face death for holding controversial views.



◀ The arms of the execution device are lined with parallel columns of small transmitting devices. The victim is taken apart atom by atom but, unlike in a transporter, they are not reassembled.

ANGEL OF DEATH

The execution device consists of two parallel pedestals, standing about one-and-a-half meters apart, and nearly two meters tall.

Each pedestal has a double line of bulbs running along its inner side. These are transmitting devices.

The condemned places their hands on magnetic handrests that hold them firmly in place.

Each pedestal appears to contain a hollow chamber; this can be viewed through a transparent window.

A clean kill Angel One's execution device swiftly erases the condemned victim from existence, leaving behind no trace of their remains.

Angel One Execution Device

In the center of the device, situated exactly between the two pedestals, sits a slightly-raised square platform. Anyone standing on the platform will be caught in its narrow-focus forcefield. This field includes anything within a half-meter of the platform and the two pedestals, ensuring that only the victim will be affected by the containment.

The execution device is controlled, from a distance, by a globe resting on a small platform. This is handheld, and operated by the attendant to the **Elected One**, who is the only member of the council who can authorize the execution process. The globe is activated by the top being pressed; it responds only to pre-programmed imprints, ruling out the possibility of someone using it without authorization.

When the device is activated, a pink glow becomes visible within the globe. This quickly intensifies, and then flares like a starburst.

Energy is transferred from the globe to both pedestals simultaneously, filling their interior with the energy field, and irradiating the line of bulbs on the pedestal. As the bulbs release the energy, it envelops the person standing between the pedestals.

Erased from existence

The field itself is a dematerializing power field. It acts in a similar way to a **transporter** beam, breaking down the atoms of the subject. Unlike the transporter process, however, these atoms are not scanned for rematerialization at another point in space; instead, they are swiftly transformed into what appears to be a pink mist that rapidly evaporates, leaving nothing behind. The process lasts about 30

seconds, with some variation depending on the mass of the subject. When the process is complete, nothing at all remains to mark the passing of the offender. It is as if he or she never existed.

Angel One is in a state of evolution similar to Earth in the 21st century. The science that created the execution device may have been obtained from a more advanced race, as it appears to be considerably more sophisticated than other Angel One technology. The rulers of Angel One use the execution device as an instrument of social control, rather than as a tool of vengeance against criminals. Their brand of justice appears to be painless and swift, but leaves no room for error on the behalf of the accusers.

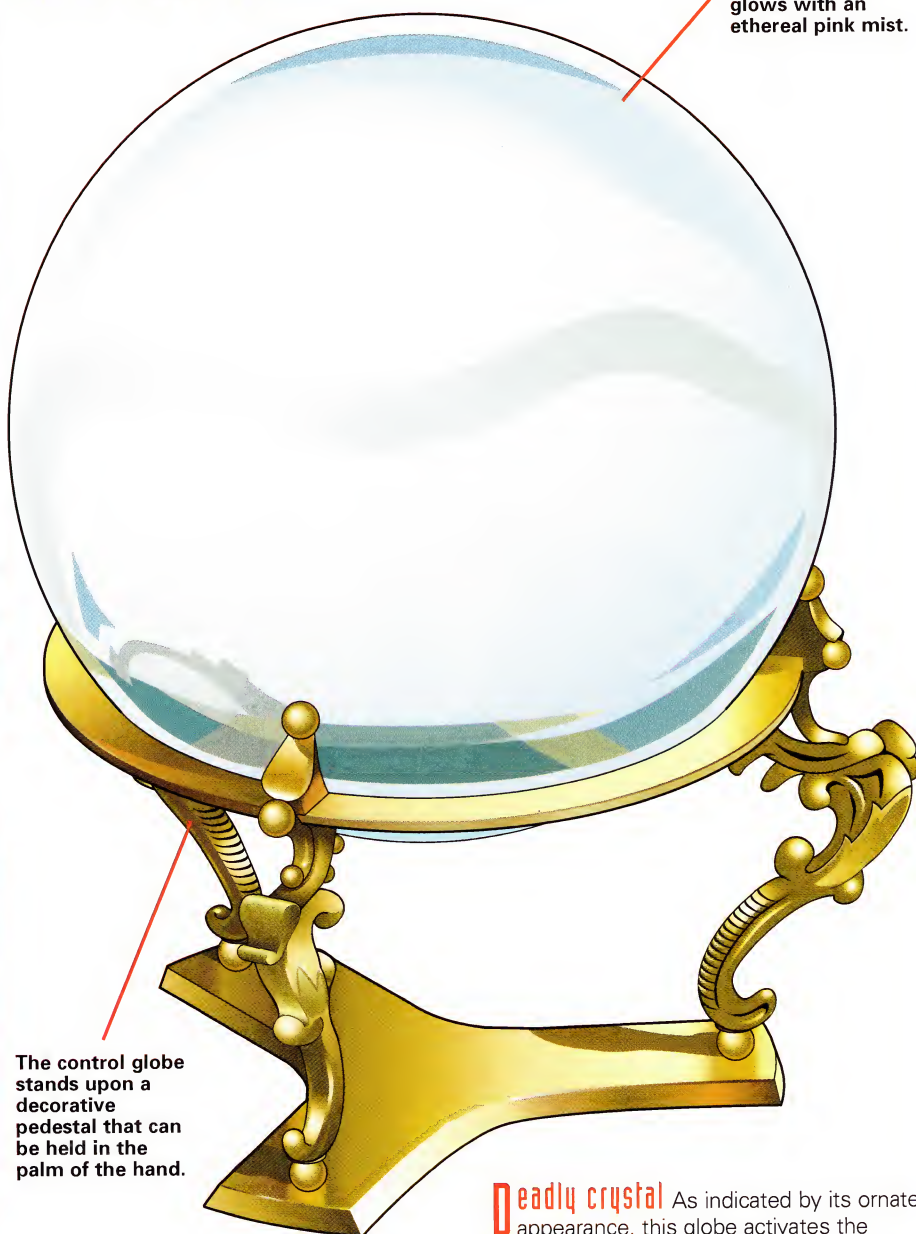
THE MASTER SWITCH



▲ The parallel pedestals of the execution device are controlled and activated by a crystalline globe, mounted on an elaborate silver pedestal.



▲ The executioner places his or her hand over the top of the globe to activate it. A pink mist forms within, as the globe transfers energy to the device.



Once activated, the usually-clear globe glows with an ethereal pink mist.

The control globe stands upon a decorative pedestal that can be held in the palm of the hand.

Deadly crystal As indicated by its ornate appearance, this globe activates the execution in an almost ceremonial manner.



STAR TREK: The Original Series

A-Z Episode Guide Part 4

'SPACE SEED'

FILE 68 CARD 23



The **U.S.S. Enterprise** crew revive the cryogenically-frozen **Khan Noonien Singh**, a genetically-engineered human who once ruled more than a quarter of Earth. Ship historian **Marla McGivers** is strongly attracted to the charismatic Khan.



'SPECTRE OF THE GUN'

FILE 68 CARD 55



A race called the **Melkots** transport **Kirk**, **Spock**, **McCoy**, **Scotty**, and **Chekov** into a bizarre recreation of the American wild west. The **U.S.S. Enterprise** crew are expected to play their part in a new version of the gunfight at the O.K. Corral.



'SPOCK'S BRAIN'

FILE 68 CARD 60



Mr. Spock's brain is removed by a mysterious woman, who believes it will keep her advanced **Eymorg** society functioning properly. The **U.S.S. Enterprise** travels to the **Sigma Draconis system**, in the hope of reuniting Spock's body and mind.

'THE SQUIRE OF GOTHOS'

FILE 68 CARD 17

A powerful but childish being, who calls himself **Trelane**, transports crew members from the **U.S.S. Enterprise** to the planet **Gothos**. **Captain Kirk** is sentenced to death after defeating the squire in a duel.



'A TASTE OF ARMAGEDDON'

FILE 68 CARD 22



Captain Kirk finds himself in the middle of a computer-controlled war between the planets **Eminiar VII** and **Vendikar**. Designated casualties from both worlds willingly die in antimatter chambers; the **U.S.S. Enterprise** crew are expected to do the same.

'THAT WHICH SURVIVES'

FILE 68 CARD 68

The holographic image of a woman named **Losira** continues to protect the desolate **Kalandan Outpost**. **Losira** appears on the **U.S.S. Enterprise**, and kills an ensign in the **transporter room**, then propels the ship thousands of light years away.



'THIS SIDE OF PARADISE'

FILE 68 CARD 24



When the **U.S.S. Enterprise** visits **Omicron Ceti III**, **Mr. Spock** is exposed to a strange plant spore that releases his long-suppressed human emotions.

'THE THOLIAN WEB'

FILE 68 CARD 63

With **Captain Kirk** lost in a spatial interphase, **Spock** and **Dr. McCoy** work to free the **U.S.S. Enterprise** from an energy web constructed by two **Tholian** vessels.



'TOMORROW IS YESTERDAY'

FILE 68 CARD 20

A 'black star' sends the **U.S.S. Enterprise** hurtling back to 20th-century Earth. The **Enterprise** crew must be careful not to alter the timeline – a task that becomes more difficult when a U.S. Air Force pilot is beamed aboard.



STAR TREK: The Original Series A-Z Episode Guide Part 4



'THE TROUBLE WITH TRIBBLES'

FILE 68

CARD 41

While docked at **Deep Space Station K-7**, the **U.S.S. Enterprise** is overrun by **tribbles**, small furry creatures that reproduce at an astonishing rate.



'TURNABOUT INTRUDER'

FILE 68

CARD 78



Dr. Janice Lester blames **Captain Kirk** for her failure to become a starship commander. She seeks revenge by transferring her consciousness into Kirk's body.

'THE ULTIMATE COMPUTER'

FILE 68

CARD 52

Dr. Richard Daystrom boards the **U.S.S. Enterprise**, in order to install his powerful new **M-5** computer. The M-5 takes control of the **Enterprise**, placing it and other ships in great danger.



'THE WAY TO EDEN'

FILE 68

CARD 74



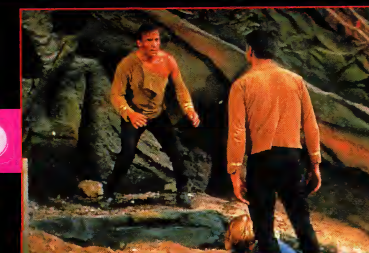
A group of idealistic young Galactic explorers, led by the insane **Dr. Sevrin**, use the **U.S.S. Enterprise** to search for the mythical paradise planet of **Eden**.

'WHAT ARE LITTLE GIRLS MADE OF?'

FILE 68

CARD 9

Nurse Christine Chapel's fiancé, **Dr. Roger Korby**, attempts to replace **Captain Kirk** with an identical android. Korby's plan is to populate the universe with his robotic creations.



'WHERE NO MAN HAS GONE BEFORE'

FILE 68

CARD 1



An old friend of **Captain Kirk**'s from **Starfleet Academy**, **Lt. Commander Gary Mitchell**, begins to mutate into a godlike being with incredible telekinetic powers.

'WHO MOURNS FOR ADONAI?'

FILE 68

CARD 32

In a distant and uninhabited corner of the Galaxy, **Captain Kirk** and his crew encounter a powerful alien being who claims to be the ancient Greek god **Apollo**.



'WHOM GODS DESTROY'

FILE 68

CARD 70



Garth of Izar, a brilliant former starship captain, uses his shape-shifting powers to assume the role of asylum governor **Donald Cory**, on the planet **Elba II**.

'WINK OF AN EYE'

FILE 68

CARD 67

The **U.S.S. Enterprise** responds to a distress call from the planet **Scalos**. **Captain Kirk** discovers that the female **Scalosians** wish to use the ship's male crew to repopulate their planet.



'WOLF IN THE FOLD'

FILE 68

CARD 35

While on shore leave on **Argelius II**, **Mr. Scott** is implicated in the murders of three women. A powerful psychic reveals that the real killer is actually an ancient life form known as **Redjac**; it has been responsible for numerous murders in the past.



'The Killing Game' Part I

The Hirogen make good their promise that the crew of the *U.S.S. Voyager NCC-74656* will become their prey; the starship is captured, and Captain Janeway and her crew are implanted with new personalities, and placed within the holodecks. The hunt begins ...

'THE KILLING GAME'

"Three more German battalions have occupied the city ... When the Americans arrive, and the fighting begins, I don't intend to be standing next to the piano singing 'Moonlight Becomes You'."

— Seven of Nine

The *U.S.S. Voyager NCC-74656* has been converted into a playground for the glory of the Hirogen hunt. Captain Kathryn Janeway and her crew have lost all knowledge of their identities, thanks to neural implants inserted into the base of their skulls by a ruthless Hirogen medic. On **Holodeck 1**, Janeway is now in the guise of **Katrine**, the hostess of **LeCoeur de Lionne**, a bar in the Nazi-occupied Paris of World War II. Katrine runs a branch of the resistance in Sainte Claire. She and her staff receive word that the allies will invade Paris in three days; their orders are to destroy communications at the Nazi headquarters.

War zone

The Nazi-Hirogen stalk the streets of Paris, impatient to kill their prey – without warning, they open fire on **Neelix**, Katrine's courier. **Seven of Nine**, who sings at Katrine's bar, appears and fires back. She and Neelix flee the hunters down an alley, but they are shot down, and taken to sickbay.

Ensign Kim and a few other members of the crew have been omitted from the sport to continue running the starship. Kim secretly contacts the **Doctor**, and tells him they must somehow disable the crew's neural interfaces. The **EMH** modifies Seven's **Borg** implants to override her neural interface. Once placed back in the holodeck, Seven is fully aware of the situation.

That night, the resistance put their strategy into action; Katrine and Seven infiltrate the Nazi headquarters. Once inside, Seven finds a control panel, and deactivates the captain's interface. Janeway immediately takes control of the situation, but her disconnection is detected on the bridge. The Hirogen on the holodeck are ordered to open fire.

Meanwhile, the Americans arrive in Paris, and target the Nazi base. The explosions breach the holodeck walls, and the simulation leaks into the surrounding decks of the ship. *Voyager* is now a war zone.

ON SCREEN...



1 The Hirogen have taken control of the *U.S.S. VOYAGER*, and placed the captain and her crew in the holodecks. Janeway is initially placed in a Klingon program.



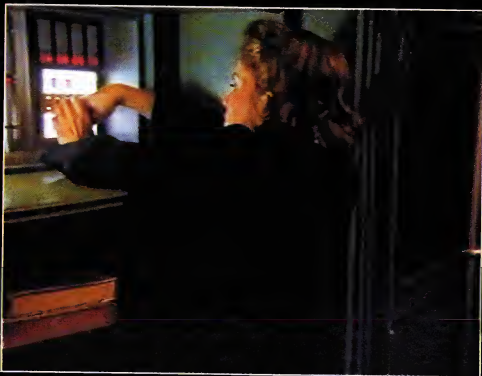
2 Janeway later plays the role of Katrine, the hostess of a small bar in the Nazi-occupied Paris of Earth's World War II. The Hirogen take the part of Nazi soldiers.



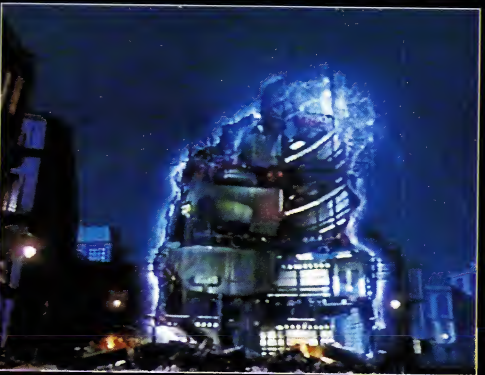
3 After closing time, Katrine and her staff count the takings. Their courier, Neelix, arrives with a secret message from the British, on the reverse side of a wine label.



4 A member of the French resistance, Brigitte, gains access to the Nazi headquarters, in order to report the location of their communications to Katrine.



5 Katrine becomes suspicious of Seven's behavior, and threatens to shoot her; fortunately, Seven disables the captain's neural implant just in time.



6 The American forces believe they have blown the top off a secret new Nazi weapon. They advance – and *VOYAGER* is about to become a war zone.

STARSHIP FACTS

Former Maquis resistance fighter **B'Elanna Torres** plays a French resistance fighter, Brigitte. She is pregnant by the German kapitan.

'The Killing Game' Part II

The horrors of occupied France during Earth's World War II are relived aboard the *U.S.S. Voyager NCC-74656*. The starship is overrun by holographic Nazi forces and Hirogen hunters, and Captain Janeway must find a way to free her crew, and save them all from extermination.

Captain Janeway and Seven of Nine reach **Astrometrics**, from where they can determine how many **Hirogen** are on board. Their next objective is to disable all the neural interfaces; Seven suggests that they use their allies in the resistance. Back in **Katrine's** bar, Janeway claims to have come from a secret Nazi weapons compound, where she found a way to destroy the main generator. The commander of the American troops, **Chakotay**, offers to help.

Janeway takes Chakotay to the **Jefferies tubes** beneath sickbay, where they set up World War II explosives. The crew's neural interfaces are disabled when the console explodes, but Janeway is captured and brought to the **Alpha-Hirogen**. Surprisingly, the leader agrees to a ceasefire; he wants the *U.S.S. Voyager NCC-74656's* holotechnology, to build a new future for his people, while still preserving the hunt.

An uneasy peace

The ceasefire does not last. A Hirogen S.S. officer is convinced by a holographic Nazi kapitan to resume the war. The Hirogen S.S. officer murders the Alpha-Hirogen, and begins to track down Janeway. Meanwhile, in the World War II simulation, the allies are overpowered by the Nazi-Hirogen forces. Fortunately, **Neelix** turns up with reinforcements: holographic **Klingons**.

The Hirogen S.S. officer arrives and looks with horror over the scenes of carnage. Janeway tries to convince him to surrender, but has no choice but to shoot him when he lunges at her instead.

Ensign Kim succeeds in overloading the power on the **holonet**, thus destroying all of the simulations. Having reached a stalemate, both sides finally agree on a truce. The surviving Hirogen accept Janeway's gift of holotechnology; it is her hope, as well as that of the late Alpha-Hirogen, that it will help to build a new future for their people.

STARSHIP FACTS



In the World War II simulation, Tom Paris and B'Elanna Torres play the roles of teenage sweethearts, reunited when the young officer returns to Sainte Claire with the allied forces.

ON SCREEN...



1 Janeway and Seven return to the bar in Sainte Claire through a narrow access crawlway, to the surprise of the American troops, and Katrine's bar staff.



2 Janeway must lead Chakotay to the Klingon simulation. He is told that the Klingons are eccentric Frenchmen who live in the caves underneath the city.



3 Chakotay and Janeway set up the explosives, but there is a level 9 force-field erected around the console. Janeway must go to sickbay to disable it.



4 The Alpha-Hirogen and Janeway agree on a truce in exchange for the U.S.S. VOYAGER's holotechnology, but the Hirogen S.S. officer betrays his superior.



5 The allies are near to defeat, but, luckily, Neelix and the Doctor arrive in Holodeck 1, with holographic Klingon warriors as reinforcements.



6 The Hirogen and the crew of VOYAGER eventually reach a stalemate. The Hirogen agree to depart, and Janeway gives them the holotechnology as a 'trophy.'

K

K'adlo In the **Klingon** language, this word means "thank you." It was **Captain Picard's** response to being told that the **Klingon High Council** held him in high esteem. (*Starship Log: 'The Mind's Eye'* [TNG]) **SEE FILES 11, 69**

K'Ehleyr The half-human, half-Klingon mother of **Worf's** son, **Alexander Rozhenko**. K'Ehleyr was employed as a high-level **Federation** emissary to the Klingons. In 2367, her investigations led to evidence of serious misdemeanors by the **House of Duras**, and she was murdered by Duras. (*Starship Log: 'The Emissary'* [TNG]) **SEE FILES 7, 19, 43, 69**

K'mpec This **Klingon** leader's lengthy reign over the **High Council** ended with his assassination by slow poison in 2367. To keep **Duras**, his murderer, out of power, the wily K'mpec appointed **Jean-Luc Picard** to select his successor. (*Starship Log: 'Sins of the Father'* [TNG]) **SEE FILES 11, 43, 48, 69**

K'mtar False name taken by the adult **Alexander Rozhenko** to disguise his true identity, after he traveled back in time to 2370 from 2410. Alexander's political career had lead to **Worf's** murder in the future, and he hoped that by redirecting his childhood pacifism, making himself more of a warrior than a diplomat, he might prevent this. (*Starship Log: 'Firstborn'* [TNG]) **SEE FILES 5, 43, 48, 69**

K'mtar alpha-1 A **holodeck** program on the **U.S.S. Enterprise NCC-1701-D**, created by K'mtar to toughen up young **Alexander Rozhenko**. The program duplicated a recent, unpleasant confrontation on the **Maranga IV** outpost. (*Starship Log: 'Firstborn'* [TNG]) **SEE FILES 43, 48, 69**

K'nera In 2364, this **Klingon** officer was dispatched to the **U.S.S. Enterprise NCC-1701-D** to retrieve two Klingon criminals who had been picked up by the **Federation** vessel. K'nera made it clear to **Worf** that he would be welcome to join the **Klingon Defense Force** if and when he so chose. (*Starship Log: 'Heart of Glory'* [TNG]) **SEE FILES 11, 48, 69**

K'oh-nar This **Vulcan** term is translated as "a feeling of being completely exposed." It is usually used to express a feeling that one's emotions are obvious to others. (*Starship Log: 'Alter Ego'* [VOY]) **SEE FILES 8, 71**

K'Ratak This well-known **Klingon** writer penned the timeless and oft-read work 'The Dream of the Fire.' (*Starship Log: 'The Measure of a Man'* [TNG]) **SEE FILES 11, 48, 69**



▲ **K'Ehleyr's return to the U.S.S. ENTERPRISE led to a rekindling of her feelings for Worf, and they enjoyed a rigorous holodeck scenario together.**

K'retok A **Klingon** soldier under **General Martok's** command. In 2373, Martok threw K'retok off a **Deep Space Nine** crossway as a disciplinary measure. K'retok was uninjured, although he barely missed the **Bolian** ambassador. (*Starship Log: 'Ferengi Love Songs'* [DS9]) **SEE FILES 48, 70**

K't'inga-class Battle Cruiser Primary ship category in the **Klingon** fleet of vessels, succeeding the **D-7** class around 2270. K't'inga-class ships are the smallest of the fleet's battle cruisers. (*Starship Log: 'Star Trek: The Motion Picture'*) **SEE FILES 48, 72**

K'Tal An elderly **Klingon** statesman. Along with his associates on the **High Council**, K'Tal supervised the investiture of **Gowron**, who succeeded **K'mpec** following the latter's assassination in 2367. (*Starship Log: 'Redemption', Part I* [TNG]) **SEE FILES 48, 69**

K'Temang This **Klingon** commander was killed, along with his crew, by **Gul Dukat** in 2372. K'Temang had previously decimated a **Cardassian** settlement on **Korma**, and was attempting to take Dukat's freighter, the **Groumall**, when **Kira Nerys** transported all 36 Klingons off their **Bird-of-Prey**. (*Starship Log: 'Return to Grace'* [DS9]) **SEE FILES 36, 47, 48, 50, 70**

K'Temoc Captain of the **I.K.S. T'Ong**, K'Temoc spent 75 years in stasis. In 2365, he attacked the **U.S.S. Enterprise NCC-1701-D**. **Worf** made him accept that the **Klingon-Federation** conflict had ended. (*Starship Log: 'The Emissary'* [TNG]) **SEE FILES 34, 48, 69**



◀ **Federation officials were concerned that K'Temoc may attack their ships or colonies, as he did not realize that the two powers were now at peace.**

K'Trelan **Klingon** general in ancient times. The **Klingon Empire's** Second Dynasty ended when K'Trelan assassinated **Emperor Reclaw** and his family, leading to a decade of democracy, referred to as '**The Dark Time**' by modern Klingon historians. (*Starship Log: 'You Are Cordially Invited ...'* [DS9]) **SEE FILES 48, 70**

K'Vada This **Klingon Bird-of-Prey** captain managed to evade detection by **Romulan** sensors, to take **Jean-Luc Picard** and **Data** to **Romulus** in 2368. (*Starship Log: 'Unification', Part I* [TNG]) **SEE FILES 48, 69**

K'adlo
K'Ehleyr
K'mpec
K'mtar
K'mtar alpha-1
K'nera
K'oh-nar
K'Ratak
K'retok
K't'inga-class Battle Cruiser
K'Tal
K'Temang
K'Temoc
K'Trelan
K'Vada
K'Vok
K'Vort-class Bird-of-Prey
K-3 cell count
K-3 indicator
Ka'Ree
Kabrel system
Kabul River
Kadis-Kot
Kaelon II
Kaelon Warships
Kafar
Katerian apple
Kagan, Lt.
kah'plakt
Kahless the Unforgettable
Kahless and Lukara



▲ **K'mpec appointed Picard to be his Arbiter of Succession; he felt he could not trust a Klingon, but knew the captain would carry out the task with integrity.**



▲ **Worf learned that K'mtar was actually his son, Alexander. He told his adult son that the path he had chosen was a good one.**



K'Vok Father of a **Klingon** warrior assimilated by **Seven of Nine's** **Borg** collective. When the **U.S.S. Voyager NCC-74656** encountered a damaged Borg **vinculum**, Seven was possessed by the personality of the son of K'Vok, leading her to initiate a Klingon mating ritual with **B'Elanna Torres**. (*Starship Log: 'Infinite Regress' [VOY]*) **SEE FILES 15, 43, 48, 71**

K'Vort-class Bird-of-Prey The larger of the two versions of the **Klingon Bird-of-Prey**. In a parallel timeline, a trio of these ships attacked the **U.S.S. Enterprise NCC-1701-D** and its predecessor. (*Starship Log: 'Yesterday's Enterprise' [TNG]*) **SEE FILES 34, 48, 69**

K-3 cell count In 2370, **Dr. Beverly Crusher's** medical scan of **Reginald Barclay** detected an imbalance in his K-3 cell count, highlighting the possibility that he had **Urodelean flu**, and also a dormant gene in his immune system. (*Starship Log: 'Genesis' [TNG]*) **SEE FILES 43, 65, 69**



◀ **Lt. Reg Barclay tends toward hypochondria, but on this occasion he had a genuine infection.**

K-3 indicator This **biobed** gauge rises as the level of pain experienced by the patient increases. In 2267, **Mr. Spock's** K-3 indicator nearly topped the scale, indicating that he was in extreme pain after being invaded by a **Denebian neural parasite**. (*Starship Log: 'Operation: Annihilate!' [TOS]*) **SEE FILES 43, 65, 68**

Ka'Ree Beloved wife of **Haakonian** scientist **Ma'Bor Jetrel**. Following Jetrel's development of the **metreon cascade**, a weapon of mass destruction, Ka'Ree took the couple's three children, and left her husband. Jetrel never saw them again. (*Starship Log: 'Jetrel' [VOY]*) **SEE FILES 58, 71**

Kabrel system Star system located near the **Federation-Cardassian** border. The **Dominion** sought control of it, as they could derive **yttridium bicantizine** from a native trinucleic fungus, enabling them to manufacture an indefinite supply of **ketracel white**. (*Starship Log: 'Statistical Probabilities' [DS9]*) **SEE FILES 4, 13, 16, 70**



Kabul River This **holodeck** program on the **U.S.S. Enterprise NCC-1701-D** replicates a river on Earth that flows into the Indian Ocean. **Captain Picard** believed the area in which it was located to be an excellent locale for horseback riding. (*Starship Log: 'The Loss' [TNG]*) **SEE FILES 25, 43, 69**

◀ **Light years away from Earth holodeck technology allowed Captain Picard to enjoy the countryside around the Kabul River.**

Kadis-Hot This hexagonal board game has green and red playing pieces. Young **Naomi Wildman** and the **Maryl**-possessed **Seven of Nine** played the game for almost an hour in 2375. Back in command of her own mind, Seven later wished to participate in recreational activities, and she requested Naomi to instruct her in Kadis-Kot; Naomi readily complied. (*Starship Log: 'Infinite Regress' [VOY]*) **SEE FILES 43, 44, 71**

Kaelon II This **Class-M** planet was home to a technologically-advanced, reclusive humanoid population, whose hopes for survival were dimming with their fading sun. They asked for **Federation** help in 2367. **Kaelons** perform ritual suicide at 60. (*Starship Log: 'Half a Life' [TNG]*) **SEE FILE 69**

Kaelon Warships In 2367, two warships from **Kaelon II** approached the **U.S.S. Enterprise NCC-1701-D** with orders to attack, should the ship attempt to leave orbit. One of their citizens, **Dr. Timicin**, had requested asylum aboard the **Federation** vessel. (*Starship Log: 'Half a Life' [TNG]*) **SEE FILES 25, 69**

Kafar This **Takarian** male struggled to maintain his dignity while serving as the harried, menial minion to **Arridor** and **Kol**, two **Ferengi** who posed as **Takar's** mythological **Great Sages**. (*Starship Log: 'False Profits' [VOY]*) **SEE FILES 14, 51, 71**

▶ **Kafar became a put-upon servant to two greedy Ferengi who took advantage of his people's beliefs.**



Kaferian apple A fruit similar to apples from Earth. **Gary Mitchell** landscaped the Eden he created for himself and **Dr. Elizabeth Dehner** on **Delta Vega**, in 2265, with several Kaferian apple trees. (*Starship Log: 'Where No Man Has Gone Before' [TOS]*) **SEE FILES 4, 43, 68**

Kagan, Lt. This **Starfleet** officer fought against the **Dominion** in the **Tyra System**, and lost many friends during the war. In 2374, Kagan accompanied **Internal Affairs Deputy Director Sloan** on an investigation of **Dr. Julian Bashir**, who was suspected of espionage. (*Starship Log: 'Inquisition' [DS9]*) **SEE FILES 16, 43, 70**

Kah'plakt General **Kang** used this **Klingon** word to refer to the **Albino**. He wanted the Albino to see his killers coming, rather than murdering him in his bed "like a kah'plakt." (*Starship Log: 'Blood Oath' [DS9]*) **SEE FILES 48, 70**

Kahless the Unforgettable This **Klingon** warrior united his people with a code of behavior and religion they have since followed for almost 2000 years. Kahless created the first **bat'leth**, forging it from a lock of his hair. Before his demise, Kahless vowed to return. (*Starship Log: 'The Savage Curtain' [TOS]; 'Rightful Heir' [TNG]*) **SEE FILES 11, 48, 68, 69**

▶ **The legend of Kahless promised that he would one day return from the dead. Klingon monks took advantage of this to create a clone to become a spiritual leader.**



Kahless and Lukara A legend regarding the romance between the **Klingon** hero **Kahless** and **Lady Lukara**, his bride. **Worf** directed **Quark** and **Jadzia** in a recreation, held in one of **Deep Space Nine's** **holosuites**, of the battle at the **Great Hall of Qam-Chee**. Jadzia added that, after this famous battle, the two victorious warriors "jumped on each other like crazed voles." (*Starship Log: 'Looking for par'Mach in all the Wrong Places' [DS9]*) **SEE FILES 11, 43, 48, 51, 70**